

GBA Save File

All the test have been made on a (U) save file (.sav). The first \$1E00 bytes of the file are 3 blocks of \$A00 bytes for the 3 save slots. They are mostly similar to SNES [\\$1600-\\$1FFF: Save RAM](#).

Offsets	Description
\$0000 - \$09FF	Slot 1 data
\$0A00 - \$13FF	Slot 2 data
\$1400 - \$1DFF	Slot 3 data
\$1E00 - \$1EFF	Seems empty
\$1F00 - \$1F1F	Ascii mark: FINAL FANTASY VI ADVANCE
\$1F20	0x01: Game has been saved at least once.
\$1F21 - \$1FEF	Seems empty
\$1FF0	Most Recently Saved Slot.
\$1FF1 - \$1FF7	Seems empty
\$1FF8 - \$1FFF	FF6 static save mark: 0x1B, 0xE4 *4
\$2000 - \$23FF	Data extension for slot 1
\$2400 - \$27FF	Data extension for slot 2
\$2800 - \$2BFF	Data extension for slot 3
\$2C00 - \$2FFF	Bestiary for slot 1
\$3000 - \$33FF	Bestiary for slot 2
\$3400 - \$37FF	Bestiary for slot 3
\$3800 - \$5BFF	Quicksave slot
\$5C00 - \$FFFF	Unused space - Filled with 0xFF

Slot data

Regular save data space.

Offsets	Description
Character block (repeat 16 times)	
\$0000	Actor index
\$0001	Graphic index
\$0002 - \$0007	Name (A-Z \$20-\$39, a-z \$3A-\$53)
\$0008	Level
\$0009 - \$000A	Current HP
\$000B - \$000C	bbhhhhhh hhhhhhhh
	b: hp boost (none, 25%, 50% , 12.5%)
	h: max hp
\$000D - \$000E	Current MP
\$000F - \$0010	bbmmmmmm mmmmmmmm
	b: mp boost (none, 25%, 50% , 12.5%)
	h: max mp
\$0011 - \$0013	Current EXP
\$0014	weicmpzd Status 1
	w: wound

Offsets	Description
	e: petrify
	i: imp
	c: invisible
	m: magitek
	p: poison
	z: zombie
	d: blind
\$0015	fihcmlzr Status 4
	f: float
	i: interceptor
	h: hide (?)
	c: control (?)
	m: trance (?)
	l: reraise (?)
	z: freeze (?)
	r: rage (?)
\$0016 - \$0019	Battle Commands
\$001A	Strength
\$001B	Speed
\$001C	Stamina
\$001D	Magic
\$001E	Esper
\$001F	Right Hand
\$0020	Left Hand
\$0021	Head
\$0022	Body
\$0023	Relic 1
\$0024	Relic 2
End of character block	
Roster (16 bytes. One byte per character.)	
\$0250 - \$025F	verbbppp
	v: Character is visible
	e: Character is enabled
	r: Battle Row (back row if set)
	b: Battle Order (1-4)
	p: Party (0: unassigned, 1-3: groups)
Generic Data	
\$0260 - \$0262	Gil
\$0263	Hours
\$0264	Minutes
\$0265	Seconds
\$0266 - \$0268	Steps
Ability Lists	
\$0269 - \$02A8	Character 1 known spells (57 spells + 7 empty slots, 1 byte per spell slot)
\$02A9 - \$0568	Spells for the other 11 characters

Offsets	Description
\$0569 - \$06F4	Seems empty. Probably leftovers from moving the item data to another location.
\$06F5	Active group number. (Note! Different location in SNES version.)
\$06F6	Trance bar/counter.
\$06F7	Learned Bushido
\$06F8 - \$0727	Legacy Japanese Bushido names from SNES (Static marks)
\$0728	Learned Blitzes
\$0729 - \$072B	Learned Lores
\$072C - \$074B	Learned Rages
\$074C	Learned Dances
Config Data	
\$074D - \$07C6	Config Data block
\$074D	cmmmwbbb
	c: command set (window/short)
	m: message speed
	w: battle mode (active/wait)
	b: battle speed
\$074E	gcsrwww
	g: gauge
	c: cursor
	s: sound (removed)
	r: re-equip
	w: wallpaper (values 0-7 valid)
\$074F	- - - -4321 (removed)
	4: player 2 control character 4
	3: player 2 control character 3
	2: player 2 control character 2
	1: player 2 control character 1
\$0750	aaaabbbb (removed)
	a: A button mapping (0 = start, 1 = A, 2 = B, 3 = X, 4 = Y, 5 = top L, 6 = top R, 7 = select)
	b: B button mapping
\$0751	xxxxyyyy (removed)
	x: X button mapping
	y: Y button mapping
\$0752	llllrrrr (removed)
	l: top L button mapping
	r: top R button mapping
\$0753	tttteeee (removed)
	t: Start button mapping
	e: Select button mapping
\$0754	mbccccss
	m: controller 2 enabled (unused)
	b: enable custom button config (unused)
	c: Font/Window palette color selection (unused)
	s: Magic order

Offsets	Description
\$0755 - \$0756	Font color
\$0757 - \$07C6	Window palettes/colors (8 palettes, 7 colors each)
\$07C7 - \$07C8	Empty (SNES version had save counter here.)
Battle Events	
\$07C9 - \$07CE	Seems empty
\$07CF	abcdefgh
	a: if set, program compares current monster index with monster index at CF3780,X. if equal, monster index is changed to monster index at CF3782,X.
	b-h: same as a
\$07D0	- - - - mtf
	m: permanent trance (for Humbaba battle)
	t: trance lasts twice as long (set after Humbaba battle)
	f: magic only (Cultists' Tower)
\$07D1	ztrbemsg
	z: zone eater engulfed the party
	t: timers are shown in menu and battle
	r: ran out of time (before emperor's banquet)
	b: ran away from previous battle
	e: gained AP is displayed (espers have been acquired)
	m: trance is available
	s: enables scene with LOCKE and EDGAR if TERRA uses magic.
	g: game over after battle ends
\$07D2	- -ums-gd
	u: LOCKE is wearing soldier uniform
	m: LOCKE is wearing merchant clothes
	s: SHADOW won't leave after battle
	g: GAU has been obtained
	d: DeathGaze has been defeated
\$07D3 - \$07D4	DeathGaze's HP
\$07D5	Battles Fought with Cursed Shield
\$07D6 - \$07DC	Seems empty
Field Data	
\$07DD - \$081C	Veldt Formations Available (64 bytes)
\$081D - \$083F	Seems empty
\$0840 - \$0863	Treasure Bits (indicates if chests have been collected)
\$0864 - \$086F	Empty treasure bits
\$0870 - \$087F	Seems empty. Leftover bytes from treasure bits.
\$0880 - \$08DB	Event bits
\$08DC - \$08DD	Active party members in shops/menu
\$08DE - \$08DF	Active party members in airship (last two bits are event bits.)
\$08E0 - \$095F	NPC event bits
Position data	
\$0960 - \$0961	Overworld XY Position
\$0962 - \$0963	Airship XY Position
\$0964 - \$0965	- -ddnzpm mmmmmmmm

Offsets	Description
	d: facing direction
	n: show map name
	z: z-level
	p: set destination as parent map
	m: Current Map Index
\$0966 - \$0967	Field XY Scroll Position (BG1)
\$0968	Facing Direction (00:Up, 01:Right, 02:Down, 03:Left, parent facing direction if bit 7 set)
\$0969 - \$096A	Parent Map Index
\$096B - \$096C	Parent XY Position
Other Data	
\$096D	Random Number (RNG Seed for NPC walking direction.)
\$096E - \$096F	Danger counter for random battles
\$0970 - \$097F	Saved Character Palette Indexes (for world map)
\$0980	Current Song index
\$0981 - \$09A0	Saved Object Map Indexes
\$09A1	Step counter used as an RNG Seed in determining the next random encounter.
\$09A2	Battle counter used as an RNG Seed in determining the monster formation.
\$09A3	RNG salt for use with \$09A2 (increments +23 when \$09A2 goes over 255.)
\$09A4	RNG salt for use with \$09A1 (increments +17 when \$09A1 goes over 255.)
\$09A5	Veldt battle group number.
\$09A6 - \$09A7	Pointer to Current Showing Character's Object Data
\$09A8 - \$09BF	Saved timer data (for 4 timers.)
\$09A8	pfrm - - - -
	p: Pause timer in menu and battle.
	f: Timer is visible on field (timer 0 only).
	r: End battle or exit menu if timer runs out.
	m: Timer is visible in menu and battle (timer 0 only).
\$09A9 - \$09AA	Frame counter
\$09AB - \$09AD	pointer to event code (+CA0000)
End of timer block	
\$09C0 - \$09C1	Party XY Map Position
Event Variables	
\$09C2 - \$09C3	Points from Narshe security checkpoint/Emperor's banquet
\$09C4 - \$09C5	Narshe security checkpoint variable
\$09C6 - \$09CD	Empty
\$09CE - \$09CF	Number of Dragons Left
\$09D0 - \$09D1	Cid's Health/Pieces of Coral
More position data	
\$09D2	Parent facing direction (00:Up, 01:Right, 02:Down, 03:Left)
\$09D3 - \$09F2	Character Saved XY Positions (2 bytes each)
\$09F3 - \$09F6	Party Z Levels
\$09F7 - \$09FD	Empty
Checksum	
\$09FE - 09FF	Slot data checksum (Sum 16 from \$0000-\$09FD)

Data extension

A block of data was added to the GBA port. Item inventory and Esper data were moved here when compared to the SNES version. The size of the block is 1024 bytes including a two byte checksum and it repeats three times for the three save slots.

Offsets	Description
\$2000 - \$2003	Current Espers
\$2004 - \$2007	
\$2008	Autodash config setting 01:On 00:Off
\$2009	Japanese version script selection 00: Hiragana 01: Kanji
\$200A	01: Game has been marked as completed (a star appears next to the save slot when viewed from the loading screen).
\$200B - \$200F	
\$2010 - \$212F	Current Items (288 slots; to get GBA specific items, 0x80 is added to the quantity.)
\$2130 - \$224F	Item Quantities
\$2250 - \$225F	GBA added event bits
\$2260 - \$23FB	Seems Empty
\$23FC - \$23FD	Static mark 0x47, 0x4D (Slot will appear as empty if not present.)
\$23FE - \$23FF	Data extension checksum (Sum 16 + 1 from \$2000-\$23FD)

Bestiary

Bestiary was included in the GBA version and this block has its data. The size of the block is 1024 bytes including a two byte checksum and it repeats three times for the three save slots. Two bytes are used per monster and the byte order is the same as the monster index order. For a monster to appear in the bestiary, it needs to be slain at least once in a victorious battle. The victory increments a slain counter which gets values from 0x0-7FFF. 0x8000 clears the new entry flag. Total space is $1022/2 = 511$ slots of which 384 are for pages visible in the game browser, 39 for unlisted monsters and the rest 88 are assumed to be empty. The last two bytes hold the bestiary checksum.

Bestiary	
\$2C00 - \$2F4C	Monster list
\$2F4E - \$2FFD	Empty space
Checksum	
\$2FFE - \$2FFF	Checksum (Sum16 + 1 from \$2C00-\$2FFD)

Example values:

\$2C00	28	Monster Guard has been slain 40 times.
\$2C01	80	New entry has been cleared.

Quicksave Slot

A quicksave option was included in the GBA port and it enables the player to temporary save the game almost anywhere. Quicksave cannot directly be transferred to the other slots in-game, but contains the same data as the other slots plus some additions.

\$3800 - 41FF	Quicksave Slot data
\$4200 - 45FF	Quicksave Data extension
\$4600 - 49FF	Quicksave Bestiary
\$4A00 - 5BFF	Quicksave Slot specific data; Last two bytes being a checksum?

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